AMERICAN VIDEO
ENTERTAINMENT™

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Or Call 1-800-HOT-4-AVE

PRINTED IN THE USA

DUDES WITH ATTITUDE

INSTRUCTION MANUAL

THANK YOU for purchasing **DUDES WITH ATTITUDE,™** an exciting video game from **American Video Entertainment,™ Inc.** Our seal of quality guarantees challenging, reasonably priced software for play on the Nintendo Entertainment System®.

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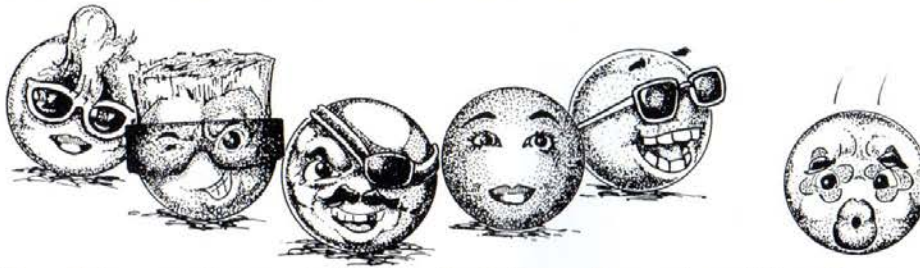
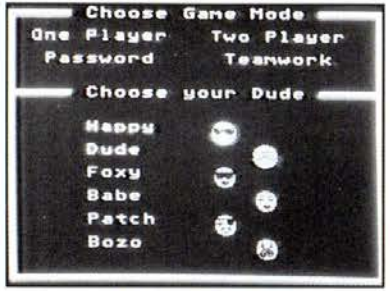
- Bounce through 32 mazes of radical non-stop action!
- Password feature lets you continue your game.
- Single Player or Double Player game modes.
- Editing feature lets you create your own games.

GET AN ATTITUDE, DUDE.



These Dudes are on the move: Dude, Happy, Patch, Bozo and lets not forget Babe and Foxy. They are somewhere in the Caribbean exploring lush lost islands and finding a King's ransom in lost treasure. Bounce with them through a radical adventure. If you hang around long enough you'll meet the slithering SERPENT SENTRIES and the dreaded GUMSPLATS. There are many strange creatures that roam the underworld of these forgotten islands. You may escape the hounding JAWS only to fall victim to the beautiful and deadly twirling STAR-A-LIZER. As in any adventure, your worst enemy is your own attitude. You'll get emeralds, sapphires and gold. But don't cop an attitude, or you'll never win the game. You can choose to be any one of the DUDES or DUDETTES. Patch is the oldest at 18 and is also the leader of the posse. He's cool, sly and sometimes sinister. He also knows the islands like the back of his hand. BABE and FOXY are the girls of the group, and although BABE is a bit of an airhead, FOXY has an IQ higher than a coconut tree. Dude, at 14, is way cool cause whatever he touches seems to slide into place like clockwork. His best friend Happy is smart, energetic and the crew's prankster. Bozo is not too bright. In fact he's pretty dumb. But his unbelievable good luck more than makes up for his stupidity.

GETTING STARTED



GAME SELECTION SCREEN

Insert the game cartridge and turn on the NES Control Deck, carefully following the power up instructions in your NES user manual. You are now ready to begin game play. Pressing START from the title screen will display the GAME SELECTION SCREEN. This is divided into two sections. Pressing SELECT will allow the player to switch between the two sections. Use the Direction pad to highlight your choices.

CHOOSE GAME MODE

Select One or Two players: cooperative or competitive. To select two player cooperative mode highlight TEAMWORK. To continue a game, highlight PASSWORD. Enter your NAME and personal PASSWORD. You will now be able to continue from where you left off.

CHOOSE YOUR DUDE

You can be any one of the six Dudes or Dudettes. They all play the same so don't worry about who is the best. Just highlight the one you want to be and press START to begin the game.

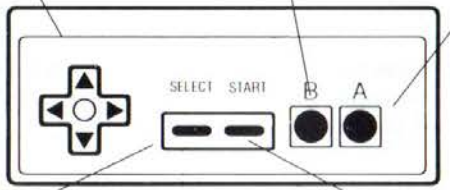
USE CONTROL, AND KEEP COOL..

DUDES are a little excitable, almost hyperactive. They never stop bouncing around. So don't even think about trying to stop them. Luckily you can control their motion up and down. Pressing the controller LEFT or RIGHT does nothing except make your Dude or Dudette glow bright red. The grinding noise you hear means "I dont wanna go that way!" in Dudelish.

DIRECTION PAD
Moves you Up and Down or Left and Right. Remember, pushing the Pad in the wrong direction will have no effect on the movement of your DUDE or DUDETTE. It will only make them angry with the player.

A BUTTON
This Button in MAP MODE will automatically move your magnifing Glass to the next unsolved level. During Game Play pressing this Button will make your DUDE go into HYPERACTIVE MODE.

B BUTTON
This Button is not used.



SELECT
PANIC BUTTON. Pressing this button will allow you to warp out, should you become hopelessly stuck.

START
In MAP Mode press to explore the level under the magnifying Glass. In GAME Mode press to PAUSE and resume game play.

THE GOOD

Exploring the islands you'll find Rubies, Emeralds, Diamonds, Amethyst, Sapphires and Gold Bullion, treasures of many kinds and many colors. You can only collect them if you have the right attitude. That is, your DUDE must be the same color as the treasure he/she is trying to collect.

TREASURES

Pass through one of these and your Attitude will be changed to the color of the converter. Red (embarrassed), Blue (sad), Green (sick), Gold (hyper), Light-blue (light headed), or Purple (freaking out). If you have the right Attitude you can get the treasures you want. This works in real life too.

ATTITUDE CONVERTER

DOOR

STAIRWAY

You can breeze right through these if you have the right Attitude. Grey stairways are exit doors. Sometimes exit doors don't appear until you have collected all the jewels.

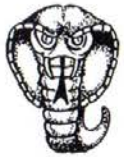
Musical notes are not worth points and don't hurt or help you. They just sound cool. Use them to make tunes when you create your own games!

MUSICAL NOTE

THE BAD

You can even eat **GUMSPLATS** if you have the right Attitude. Otherwise you will be stuck in the stuff for a long time. In TEAMWORK mode, your partner can free you if he eats the **GUMSPLAT** you are stuck to.

Touch a **MINE** the first time and you get bummed out and look sad. Touch one again and you are one dead DUDE.



SERPENT SENTRIES are not too bright and are easy to avoid. Watch out! One bite and you need to go to the Hospital. Two bites and your poop is scooped.

It is not known if a **STAR-A-LIZER** is a living creature or mystic booby trap. It is known that its touch is always deadly.

Its hard to shake **JAWS** once these crawling carnivorous chompers get your scent. Once bitten, twice dead.

THE NARLY

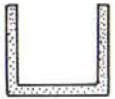
ARROWS can point in one of four different directions. It is impossible to go against the direction they point.

You can dig through **SAND** and find buried treasure. Be careful! You could also uncover buried trouble.

Caution! The rules in general have determined that walking on **HOT EMBERS** is hazardous to your health.

There are different types of WALLS. All are barriers yet some are passable. INVISIBLE WALLS stop you dead in your tracks. SLIDING WALLS are like normal walls but you can push them around. Who knows what may be underneath? THIN WALLS come in many shapes and let you build tubes. BRICK WALLS hurt when you hit'em, OUCH!

BRICK WALLS



THIN WALLS

INVISIBLE WALLS

SLIDING WALLS

OTHER STUFF

DIRECTION CHANGERS change the direction you bounce. Once you touch one you will bounce in what ever direction the arrows point.

The **HYPER-ZAP** will change the effect of Button A. Once you touch **HYPER-ZAP** you're always in HYPER-MODE unless you press Button A

Its best to avoid **BOOZE**. Drinking and driving can be a problem.

When you have taken a hit from an enemy, and are not feeling too well, go to a **HOSPITAL.** You will become healthy and happy again.

ICE BOOTS

ICE is slippery, unless you're wearing your **ICE BOOTS**. When you have them on they will appear in the upper corner of the screen. To remove your **ICE BOOTS** simply bump the **ICE BOOTS** again and off they will come.

ICE

WATER

You are not a very good swimmer. That is why you must use a **BOAT** to cross **WATER**. To use a **BOAT,** simply bump it. You will see it in the upper corner of the screen. Be careful. If you bump a **BOAT** again you will sink.

BOAT

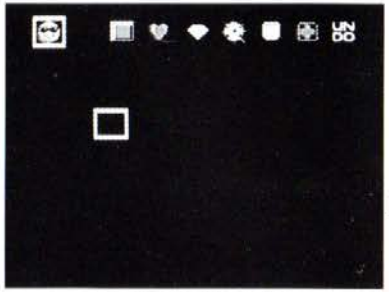
MAKING YOUR OWN GAMES

After you have played DUDES for a while you may start wishing that you could design you own levels. Well YOU CAN! And it's easy! Just choose the game MODE and your DUDE, but when you get to the map move your MAGNIFYING GLASS over the word EDIT located on the compass in the lower left side of your map. Now press START and your MAGNIFYING GLASS will change into a SHOVEL. You'll need this SHOVEL to bury your custom level on the island. Find a location on the Map to dig that is free of trees and rocks. You can only dig in a flat open area. Press START to dig and you will enter the EDIT mode.

The EDIT mode has two main screens, the CLEAN SLATE and the PARTS BOX. Pressing SELECT allows you to switch between the two screens. The upper part of the display on both screens is your PALETTE. This is where the parts are kept that you are currently using. It will only hold 8 parts at a time. You must pick up new parts from the PARTS BOX in order to use the over 50 different possible parts in your own design.

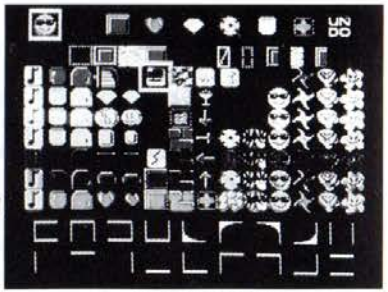
REMEMBER

The CLEAN SLATE is where you put down parts from the PALETTE to the LOWER SCREEN.
The PARTS BOX is where you pick up parts from the LOWER SCREEN to the PALETTE.



PALETTE

LOWER SCREEN

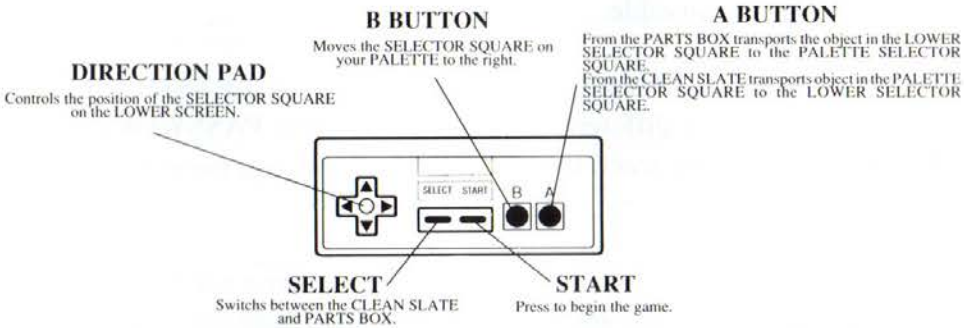


CLEAN SLATE **PARTS BOX**

On the right side of the PARTS BOX the row of strange HALF characters directly under the PALETTE are used for hiding objects. Use these to cover JEWELS or MINES behind SAND or WALLS. When using these HALF characters the colors may change and look kind of weird. Not a problem. When you play your level all will look fine.

It is not nessasary to put a DUDE or an EXIT DOOR into your level; the game will do that automatically. You only need to add them if you want them in certain places.

When in EDIT MODE the CONTROL PAD does different things than during game play.



Now that you have completed your own custom level press START to begin the action. You can store up to 4 custom levels. Remember to save your custom level before you press RESET or turn off your NES console, or your custom levels will be lost. Use enlarged copies of the symbols and grid on pages 12 and 13 to save your games manually.

SOME FINAL WORDS

When controlling your DUDE or DUDETTE remember that in the beginning you can only control their motion up and down. The best way to control them is with well timed quick taps to the DIRECTION PAD.

Some levels may seem like they are impossible to solve. Just remember that nothing is impossible.

The PASSWORD feature will give you a personal PASSWORD. In other words using a different name and the correct PASSWORD won't work. You can only reach the advanced levels if you passed the earlier ones.

When you are creating your own levels, remember a good game is easy to play, but difficult to master. Try designing a level that can only be solved in the TEAMWORK mode.

DOUBLE DRAWING DUDE

American Video Entertainment will be giving away two prizes (AVE games) every month from April until the end of 1991. To become eligible select the contest you want to enter.

☐ 1. DONE DUDE'S CONTEST. I have completed the entire game and have filled out all information including my DUDES NAME and FINAL PASSWORD. I have given my DUDE a unique name because any name can only win once throughout the entire contest. All duplicate names will be disqualified.

☐ 2. COOLEST LEVEL CONTEST. I have designed a "way cool" level and given it a great name. I have photographed or used the cut-outs and grid on the next two pages to make a copy of my level. (Limit one level per person per month) If my level is used in DUDES WITH ATTITUDE II, I will receive a free autographed copy of the new game. The winner each month will win an AVE game even though it may never be used in DUDES II.

NAME_____

ADDRESS_____

CITY_____ STATE_____ ZIP _____

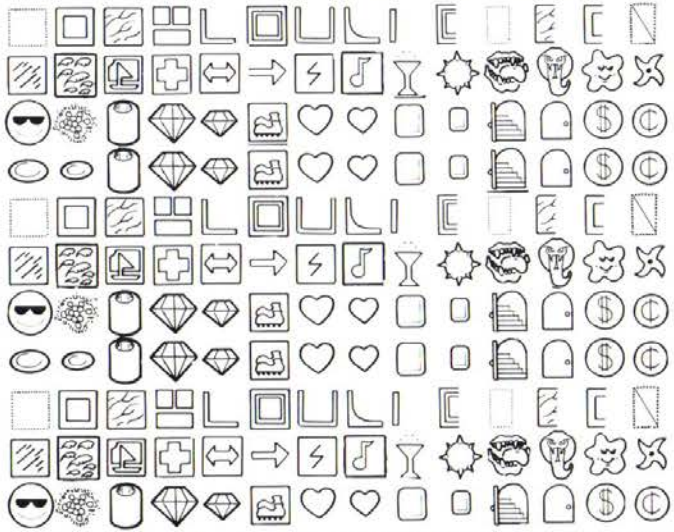
DUDES NAME_____

FINAL PASSWORD_____

Make all entries legible. No entries will be returned and all entries become property of American Video Entertainment,Inc. American Video Entertainment, Inc. reserves the right to reject any entry for any reason.

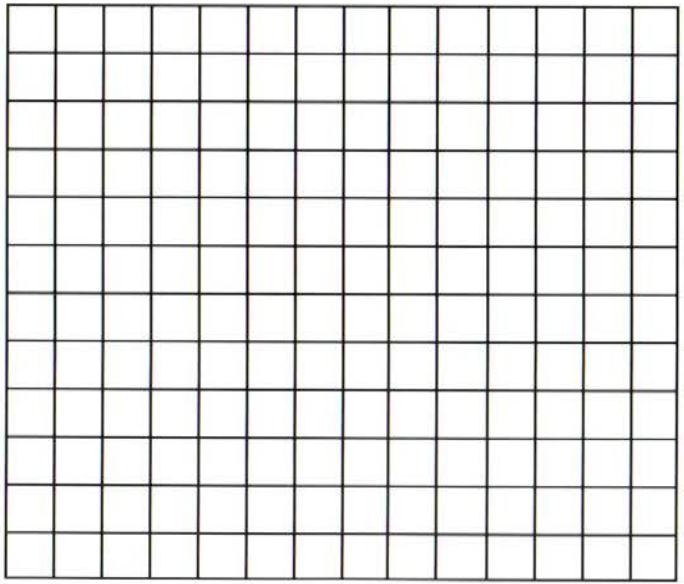
Send all entries to:
DUDES CONTEST'S, American Video Entertainment, Inc. 1348 Ridder Park Dr. San Jose CA 95131 USA

GAME DESIGN PARTS



Before you turn off your NES console, when you want to save your custom levels, or want to enter our **COOLEST LEVEL CONTEST,** make enlarged photocopies of this and the following page. Cut out the parts and place them on a copy of the GRID on the following page. Place the first letter of the color of the part so your level can be reconstructed accurately.

GAME DESIGN GRID



This GRID has the same number of squares as your TV screen. Place one PART per square. Tape or glue part to grid. Photocopying these two pages at 200% actual size is recommended.

Notice to American Video Entertainment™ Customers

Should you encounter any problems with this cartridge two important questions must be asked.

A. Was your Nintendo control deck purchased after October of 1990?

B. Does the cartridge play on other control decks purchased prior to Oct. 1990?

If the answer to both of these questions is yes then you probably have a control deck which was secretly modified by Nintendo to prevent you from enjoying this game. In order to enjoy many fine products from independent American manufactures, American Video Entertainment, recommends you get a control deck compatible with all legal games. If you do not, Nintendo will have prevented you from enjoying many great, value priced cartridges. You have several options available to you:

1. If you would like we can provide you with repair instructions which will instruct any qualified T.V. repair technician with the necessary information to repair your unit, and a letter requesting Nintendo refund any repair charges. (They are not legally obligated to refund your money but we think they are morally obligated)

2. American Video Entertainment will upgrade your incompatible Rev. 11 unit free for a postage and handling charge of $9.95. NES unit must be in working order. AVE cannot repair non-functional units. THIS CHARGE WILL BE CREDITED TO ANY FUTURE PURCHASE OF AN AMERICAN VIDEO ENTERTAINMENT PRODUCT PURCHASED DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT. (Call 1-800-HOT-4-AVE and allow 1 week for return.)

3. If none of the above is suitable please call our consumer hotline at 1-800-HOT-4-AVE and one of our counsellors will help you further.

Compliance with FCC Regulations.

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This Booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

American Video Entertainment 90-Day Limited Warranty.

AMERICAN VIDEO ENTERTAINMENT, INC. warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. AMERICAN VIDEO ENTERTAINMENT, INC. agrees to either repair or replace at its option, free of charge, any AMERICAN VIDEO ENTERTAINMENT, INC. software product. Before any returns are accepted you must call our warranty department (408-453-8088) for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL AMERICAN VIDEO ENTERTAINMENT, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

PRECAUTIONS

* Do not store cartridge in very hot or cold places. Never hit or drop.
* Do not take apart.
* Do not touch connectors; do not get them wet or dirty. Doing so may damage game.
* Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System. Your projection television screen may be permanently damaged if video games with stationary images or patterns are played on your projection television. Similar damage may occur if you leave your game in PAUSE mode. If you use you projection television with NES games. American Video Entertainment, Inc. will not be liable for any damage. This situation is not caused by your NES or by American Video Entertainment games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your television manufacturer for further information.

MEMO

MEMO

PLACE
POSTAGE
STAMP
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CUSTOMER SERVICE DEPT.

FREE GAMES!

American Video Entertainment Video Game Registration Card

Fill out this card, send it in, and we'll enter your name in our monthly drawing for a free game.

First Name *Last Name*

Street Address

City *State* *Zip Code* *Age*

Area Code & *Phone Number*

Thank you for purchasing DUDES WITH ATTITUDE. Please take a moment to answer these questions:

How many video games do you own? _____

How many of them are American Video Entertainment games? _____

Please rate the following aspects of the game (10 = excellent, 1 = poor):

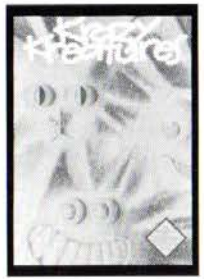
Playability:	10 9 8 7 6 5 4 3 2 1	*Action:*	10 9 8 7 6 5 4 3 2 1
Graphics:	10 9 8 7 6 5 4 3 2 1	*Overall Rating:*	10 9 8 7 6 5 4 3 2 1

Where did you hear about this particular game?

☐ In a store ☐ From a friend ☐ An advertisement ☐ Press review ☐ Other: _____

Send this card to: American Video Entertainment, Inc., 1348 Ridder Park Drive, San Jose, CA 95131.

Thank you **for purchasing DUDES WITH ATTITUDE, another exciting video game from American Video Entertainment, Inc. Our seal of quality guarantees challenging, affordably priced software for play on the Nintendo Entertainment System.**



Try our other exciting video games from American Video Entertainment, Inc.